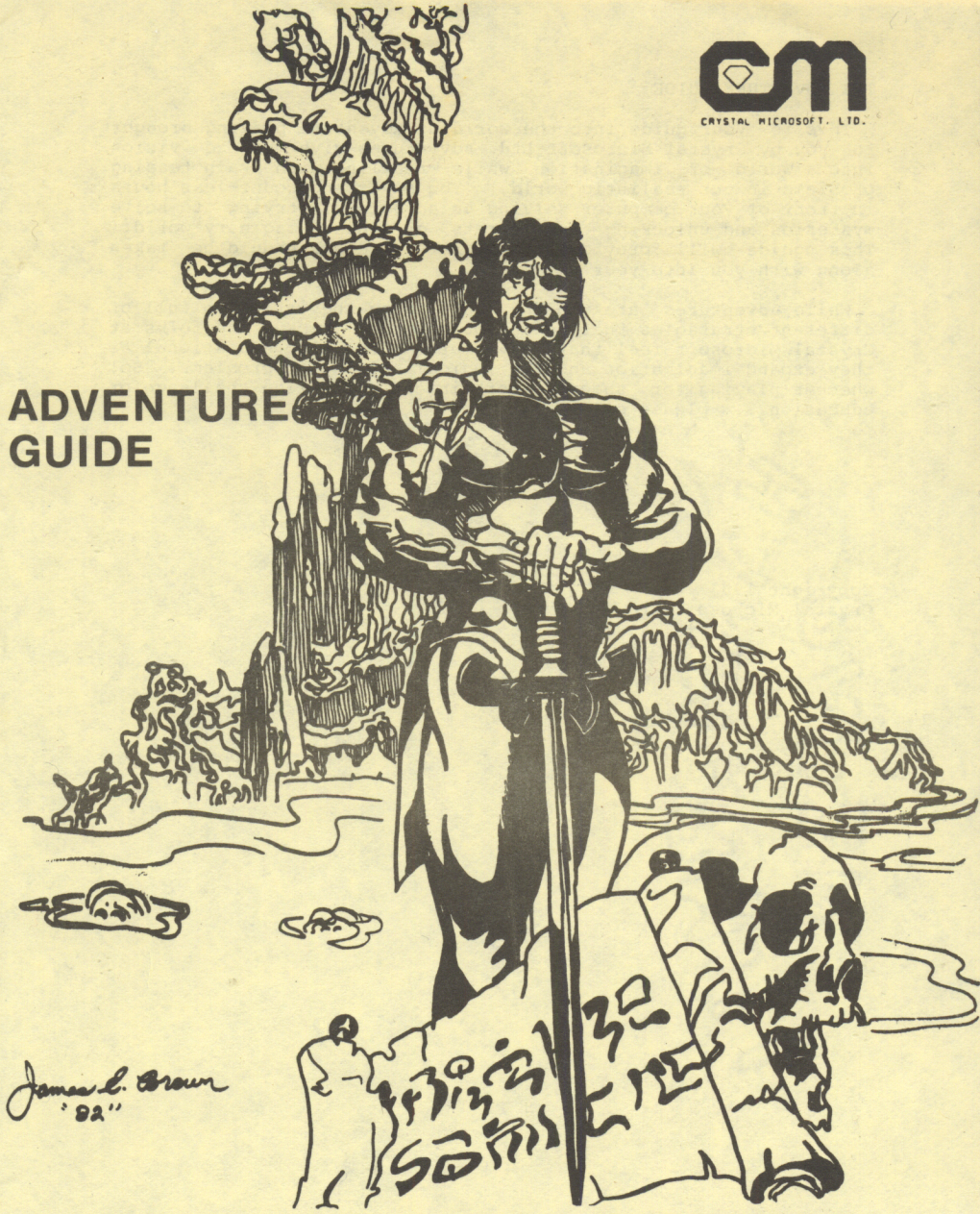
CRYSTAL MICROSOFT. LTD.

ADVENTURE GUIDE



THE ADVENTURE GUIDE

This is your guide into the world of adventure playing brought to you by Crystal Microsoft Ltd. Adventures give you a vision into a world of imagination while wrestling with brain teasing problems in our realistic world. You may spend count-less hours in front of your computer solving an adventure, trying to solve mysteries and unlocking the secrets of this imaginary world. This guide will provide a handy reference and should be taken along with you into your adventure.

While adventures are fun and challenging they are also full of different stratagies that keeps you on your toes. The folks at Crystal Microsoft feel that adventures are also educational as they expand imagination and the logical solving of problems. So! whether playing for sheer entertainment, Creative challenge or education... please enjoy!

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GETTING STARTED

The adventure will either be on a tape or disk that you get with this package. before you start your adventure you must load the program into the coumpuer system. For loading instructions see appendix A. After loading the program it can be started using your computers standard RUN command. This can be done by entering: RUN<CR> where <CR> is the return key on your computer keyboard.

BEGINNING THE ADVENTURE

In the beginning of your adventure you will find yourself in a specific location as the computer will give some instructional information or object. You will communicate with the computer and the adventure by using the english language. For example: The computer will list out a description or question and then wait for an answer or instruction from you. You can do a variety of tasks by typing a ONE or TWO word command and then hitting a <CR> to enter it. In some cases the computer will accept a complete sentence. If you make a typing mistake then use the DEL key to back it out before hitting the <CR> key. Also as described below you do not need to always type in a full word but only the first two or three letters of the words that you enter.

When starting, you find yourself in a specific loaction and you have to start exploring the area around you. When you type a command on a computer with color, it will appear on the screen in one color while the computers response will be in a different color. This makes it easier to see what is happining as you go through the adventure.

Adventures are challenging and don't be discouraged if you can't solve it right away. To succeed you have to keep exploring and trying different techniques to get farther to accomplish your mission.

OBJECT

The object of the adventure is to explore a set of "rooms" (a room in this case may not actually be a room but a field, mountainside, cave, etc.). In the rooms you will find and collect objects that will be useful in collecting treasure. Return the treasure to a safe place and you've won.

PLAY

While playing, the computer will describe a room, list what is in it, list possible directions in which the room can be exited, and then ask for instructions. You then type in a one or two word command and a <CR> to tell the computer what you want to do. The computer does what you tell it to do (if possible) and then describes anything that occurs.

The two word commands consist of an action and an object, such as "GET STICK", "WALK EAST", or "DROP HAT". Below is a list of some possible action words.

CLIMB	UNLIGHT	SWIM	TIE
GO	LOWER	PUT	READ

Some object words are:

KNIFE	DOWN	DOOR	GOLD
NORTH	ROPE	BAG	STICK

Some objects may be two or more words long (when described by the system). When you type the object, though, it must only be one word. Sometimes it should be the first word and sometimes the last. "GOLD BAR" would be "GOLD" but "BLUE WALLABY DIAMOND" would be "DIAMOND". Logic and experimentation should tell you which.

To move about the imaginary land in the adventure you use the command "WALK" if on land or "SWIM" if in the water. Also there is a universal command to move and it is known as "GO". If you type "GO NORTH" the computer will move you to the north. "GO UP" and "GO DOWN" can be used for going up and down staircases etc.

To pick up an object you can use the words "GET" or "TAKE". If there was a rock on the ground and you wanted to pick it up you would type "GET ROCK". The computer would then add "ROCK" to what you are carrying.

To put down something you are carrying you use the word "DROP". If you are carrying a watch and you type "DROP WATCH" the computer will remove the watch from the list of objects you are carrying and will put it on the ground near you.

To put something in a specific location you use the command "PUT". If you type "PUT WATCH" the computer will ask you "IN WHAT?". You then type in where you want the watch to be put (example: "DRAWER")

The action word "LOOK" is used to look at objects or rooms, "LOOK CLOSE" will tell you if there is anything special in the

room you are in. "LOOK object", where "object" is something in the room, will tell you if there is anything special about the object (example: "LOOK DESK"). Just "LOOK" will redisplay the description of the room that was printed when the room was entered.

Typing "INVENTORY" or "IN" will have the computer list what you are carrying. This is usually the first command you will type in at the start of an adventure.

To see how well you are doing (how many treasures you have collected) type "SCORE. " The computer will also tell you if there are any treasures left to be collected.

If you wish to exit the adventure type "QUIT". This can be done at anytime.

The commands listed above are not all the commands you can use. Any verb (action word) you can think of is possibly a valid command.

The command "UNLIGHT" is the opposit of "LIGHT". To turn off a flashlight you would type "UNLIGHT FLASHLIGHT".

You do not have to type in full words. You can abbreviate the word to its first three letters. Some two letter abbreviations will work, but others may be confused with a different word.

In addition, commands using the action word "GO" can be shortened to the first two letters of the object word. The command "GO NORTH" can be shortened to "NORTH" or just "NO". This is true of commands using the action word "GO" ONLY.

HELP COMMAND

If a command doesn't work but you think it should, try stating it a different way or use different words. If you are having difficulty solving a problem you can type "HELP". The computer, depending on the situation, may tell you something to try out.

MESSAGES

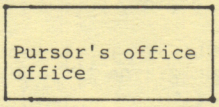
There are two messages that may appear, "I don't understand the word" and "CAN'T DO THAT". "I don't understand the word" means you have given the computer a command it does not recognize or it is not in the vocabulary. "CAN'T DO THAT" means just that, what

you have told the computer to do, can't be done. It doesn't necessarily mean that is can never be done. You may need to be in another room, or you may need some object to help you do it.

MAPPING

To the adventurer a map may be the most important item to solving and surviving the adventure. If you do not have a map, you will most likely get lost and that could be fatal! So! while your playing... draw a map! Defined below are some methods that are usefull:

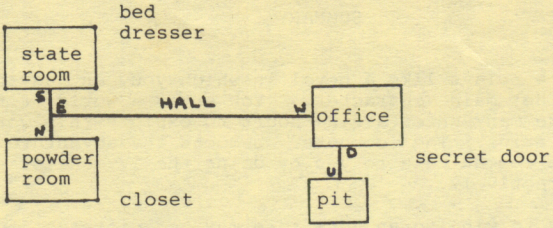
As stated in the above text a room may be a place indoors or outdoors. An entire field may be a considered a room. The way to define a room is to look at the computers description, the description will set the limitations of the room size. Each room can be represented by a box with the pertinant information jotted down both inside the box and beside it. Example:

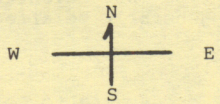


safe
wastebasket
bookshelf
desk

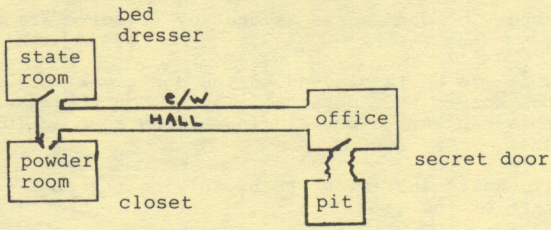
Directions from the room can be indicated by a line comming out of the direction of the box exits. It is also valuable to accuratly describe certain room arrangements and exits. Here are two methods of drawing maps:

straight line method.





descriptive method.



both maps are usefull in solving the adventure but one may be more to your taste than the other.

HINTS

Be sure to examine all descriptions and items that you find! Most problems require no more than common sense to solve.

If you get stuck Try typing "HELP". The computer will give helpfull hints in most situations that you really need it.

As in the big city, never walk around in the dark! Assumptions can also be fatal and by all means if you're given a warning do

something about it.

SUMMARY

An adventure plays like a novel in which you, an adventurer, will become the main character. You enter a world of fantasy which can take many entertaining hours to explore this world and solve its mysteries. The computer becomes the adventure master and is able to communicate to you by using the TV monitor and the keyboard interactively.

The strategy to winning an adventure may be different for each type of adventure, but there are basic approaches to take to generally be affective. Here are some as follows:

- A. Try to collect as many valuable and useful items as you can while exploring as much of an area as you can. Bring the valuables to a safe place and collect these treasures and gain points.

- B. Remember common sense is the key to solve almost all mysteries.

- C. Draw a map while playing so you don't yet lost and use the map to solve the physical layout of the adventure. Studing this map may also aid in solving some actions that are to come.

- D. Finally, solve the adventure by solving the object stated in the start of the game.

Adventure and fantasy entertainment for sheer challenge and entertainment cannot be out done.

SAVING AND RELOADING A GAME IN PROGRESS:

To save a game that is in progress, first insert a blank formated disk into the disk drive, then enter the command "SAVE" like you would any other command.

To reload a saved game first load the game program then place the "GAME IN PROGRESS" disk into the drive. Type "RUN" and press return. When the computer asks "RESTORE GAME?" you type "Y" and return. The game will pick up where you left off.

On Timex/Sinclair use a tape instead of disk.
The VIC20 doesn't have this feature.

NOTES:

APPENDIX A.

LOADING THIS PROGRAM:

To load this program insert the disk or tape into the proper drive. Then load the program. After the program is loaded, type "RUN" and press return.

IF you are using a cassette make sure it is rewound fully before loading. Programs have been put on tape twice in case one copy doesn't work.

SUNKEN TREASURE

The program's name is "TREASURE". You will use this name when you load the program.

You can use two letter abbreviations instead of three on all commands in this adventure.

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JEWEL THIEF

The program's name is "THIEF". You will use this name when you load the program.

The command "SCORE" is not used in this adventure.